

## ABSTRACT

A board game apparatus for educating players with respect to tourist attractions within a particular geographical region. The apparatus includes a board having a continuous path of areas representing particular localities within the geographical region and a series of cards having either questions concerning the various tourist attractions of the localities or other instructions. Another set of cards represent rewards obtained during the course of playing the game. Each of the areas representing the localities are appropriately marked to indicate whether the particular locality is accessible by a conveyance such as a boat and/or by an airplane while all of the localities are accessible by a car. A single multi-token is provided for each player, each multi-token being an object having at least three surfaces and a respective surface having a representation of an automobile, a boat and an airplane, and each respective representation of the multi-token being permitted to occupy only those areas appropriately designated as being accessible by that particular conveyance.